SUPER MARIO BROS.™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Super Mario Bros.™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.

You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

©1985 Nintendo

1. PRECAUTIONS

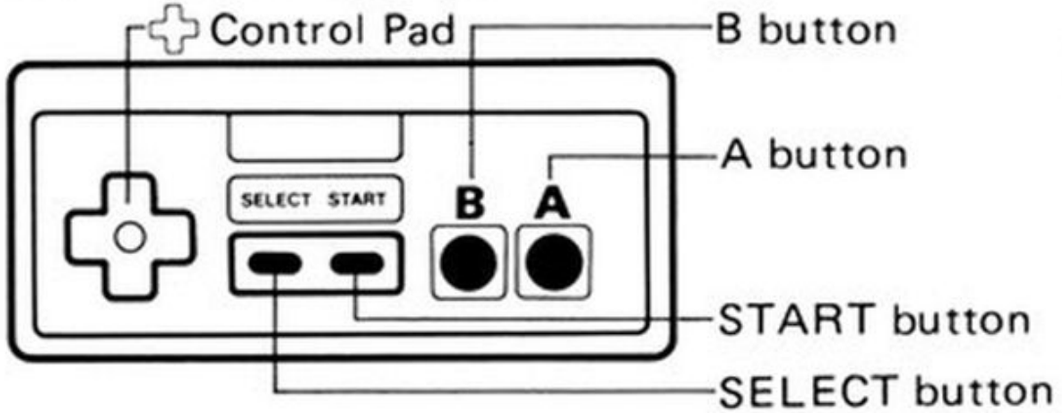
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

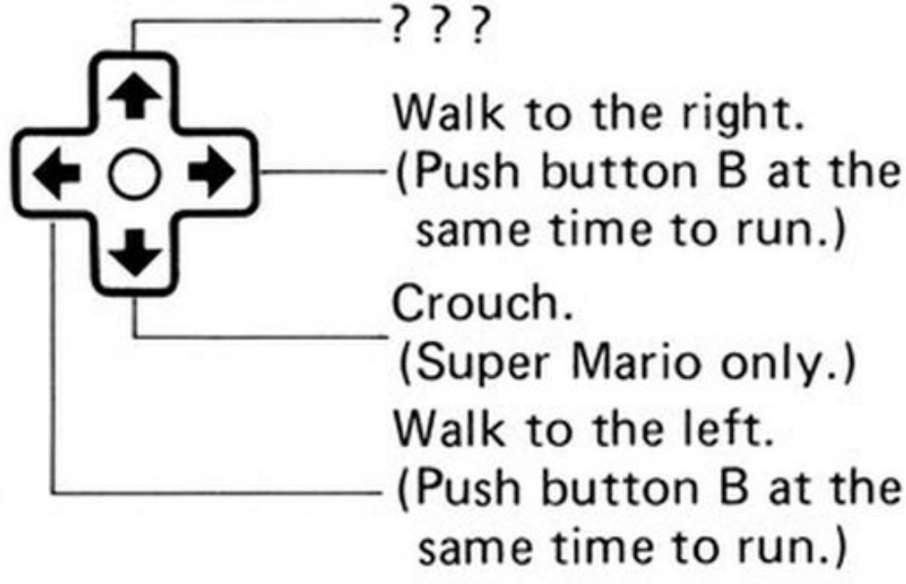
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.
This game has been programmed to take advantage of the full screen.
some older model T.V.s have rounded screens and may block out a portion of the image.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/ Controller 2 ***Controller 1** – for 1 player game
***Controller 2** – for second player in 2 player game

Control pad
moves Mario (Luigi):




? ? ?
Walk to the right.
(Push button B at the same time to run.)
Crouch.
(Super Mario only.)
Walk to the left.
(Push button B at the same time to run.)

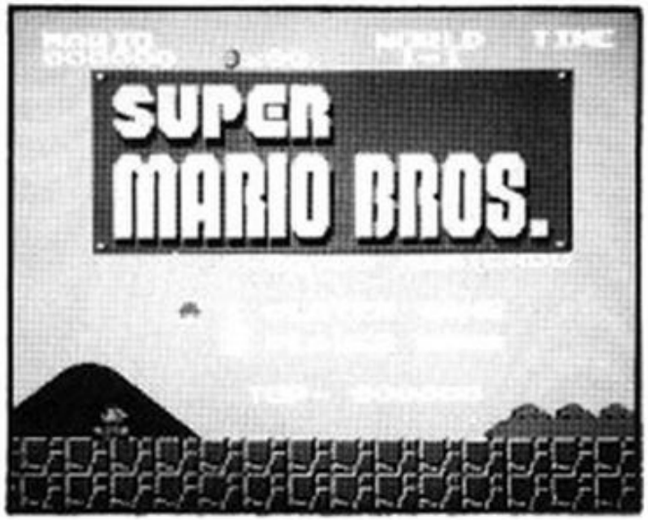
A button

Jump ..... Mario (Luigi) jumps higher if you hold the button down longer.
&
Swim ..... When you're in the water, each press of this button makes you bob up.
* Don't get too lazy about swimming or you'll get pulled under by the whirlpool at the bottom of the screen.

B button

Accelerate ... Press this button to speed up, then jump and you can go all the
& higher.
Fireballs ..... After you pick up the fire flower, you can use this button to throw fireballs.

SELECT button



Use this button to move the mushroom mark to the game you wish to play.

START button

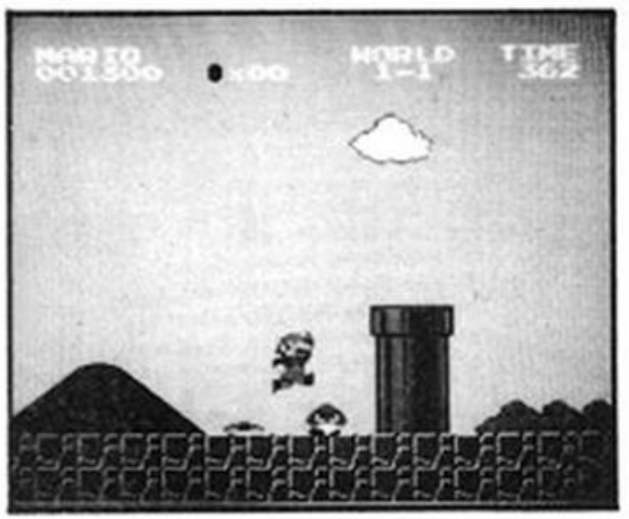
Press this button to begin.

Pause:

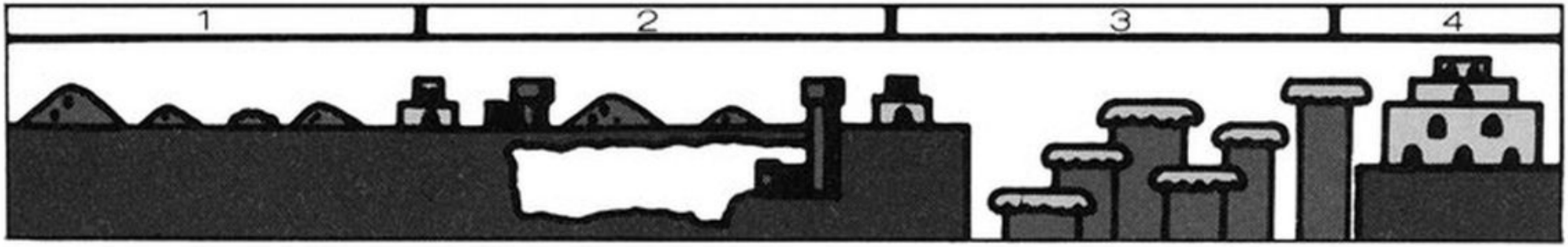
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

3. HOW TO PLAY



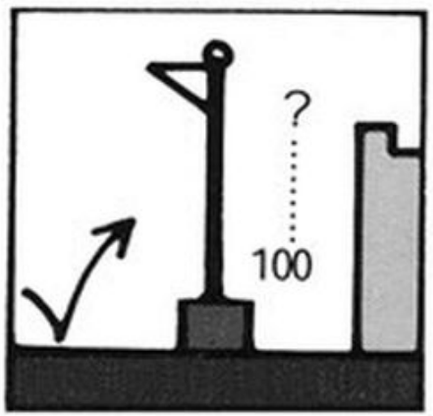
As this game proceeds the screen gradually advances to the right. The Mushroom Kingdom is made up of a number of worlds, and each world is divided into 4 areas. The fourth area of each world ends in a big castle. The Princess, as well as her mushroom retainers, are being held in one of the castles by the turtle tribe. In order to rescue the Princess, Mario has to make it to the castle at the end of each world within the given time. Along the way are mountains, pits, sea, turtle soldiers, and a host of traps and riddles. Whether or not you can make it to the last castle and free the Princess depends on you. You're going to need sharp wits and lightning reflexes to complete this quest!



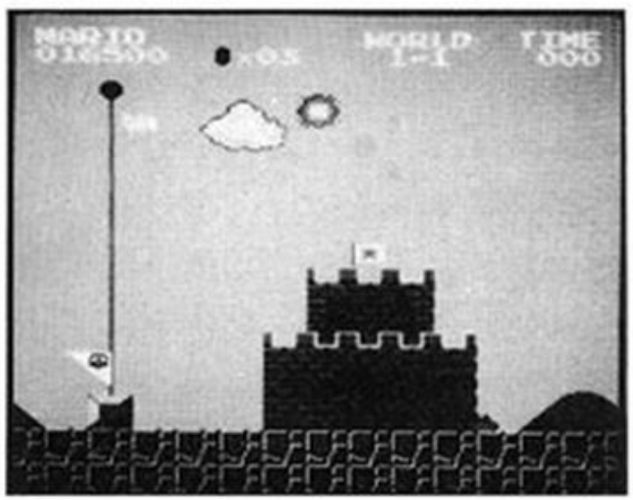
Starting position and time progress

- At the beginning of the round, play starts from the beginning of the area; however, once Mario gets about halfway through an area, he doesn't have to go all the way back to the beginning after getting done in by one of the bad guys.
  * When you get to the last castle, you start the game over from the castle entrance.
- When play starts, the clock in the upper right of the screen starts ticking away. Any time left on the clock when you get to the end of each area is added to your score as bonus points.
  * There is no remaining-time bonus when you get to the very last castle.

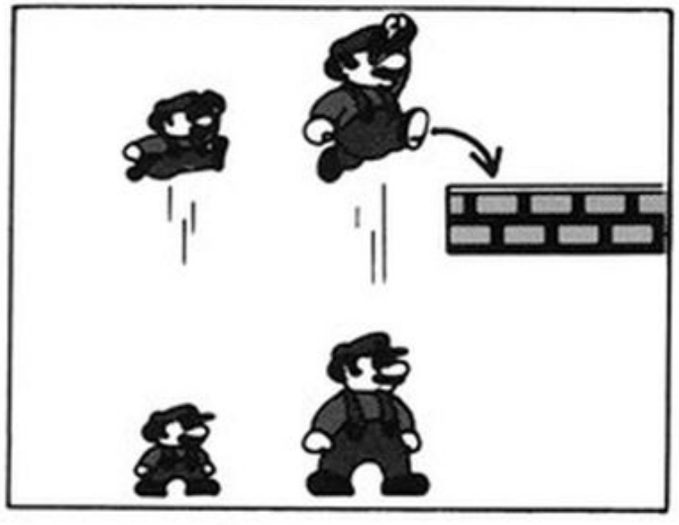
Finish Area



- At the end of each area there is a small castle, but before you get to the castle you have to go up a big staircase and jump onto a flagpole. The higher you jump onto the flagpole, the higher the bonus you receive.



Pointers

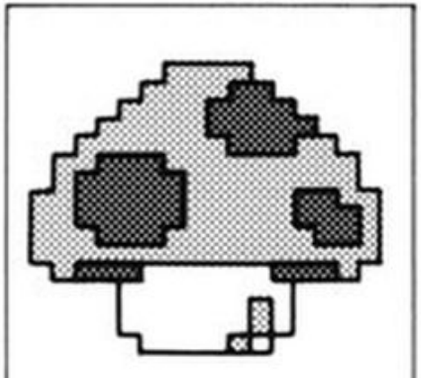


Jumping.....Mario and Super Mario both jump the same height.

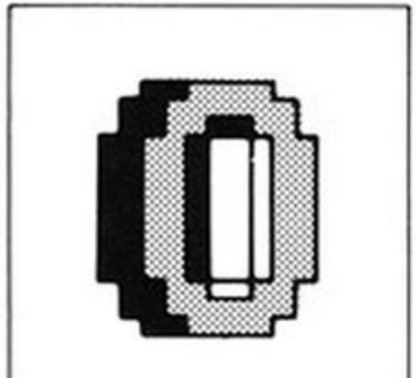
- The height Mario jumps depends on how long you hold the A button down.
- You can use the ✣ control pad to make Mario hook to the left or right even in mid-air!
- Pushing the B button makes Mario speed up, and when Mario is speeded up he can jump higher.

Bonus Prizes

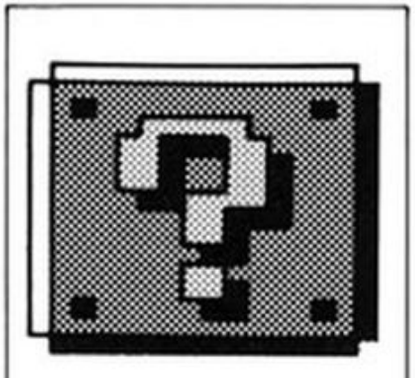
- If Mario picks up 1 up mushroom, he gets an extra life.
- If Mario picks up 100 coins, he gets an extra life.
- In addition, there are other ways to get an extra Mario.



1 up Mushroom



Coin



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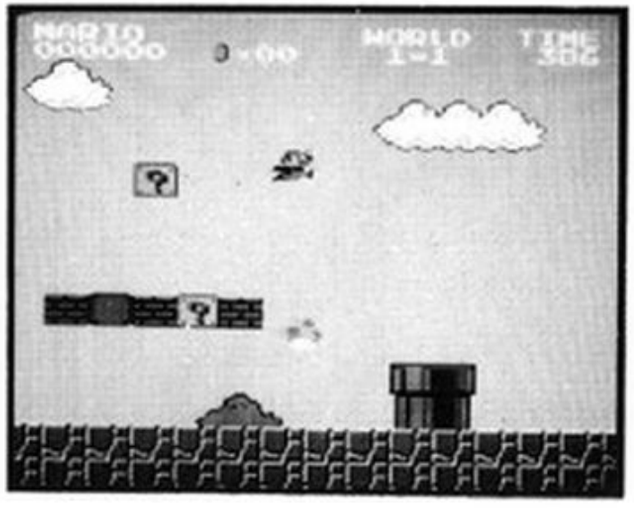
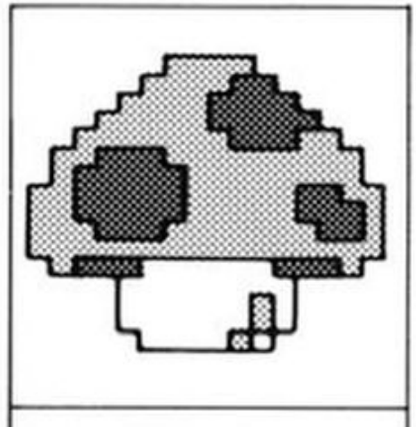
Mario, Super Mario, Invincible Mario, etc.

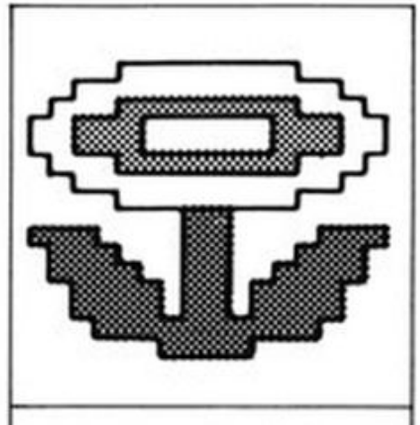


Mario's Friends

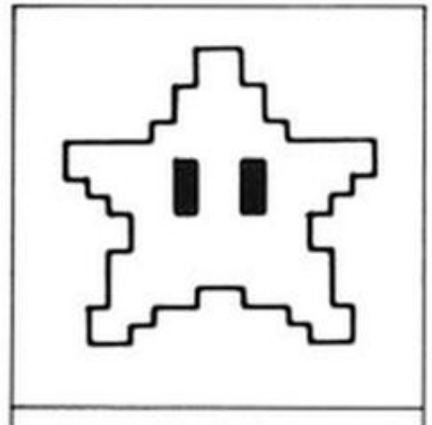
If you come across mushrooms who have been turned into bricks or made invisible, they reward you by giving you a power boost. With each boost Mario changes into a different, more powerful Mario, as shown below.



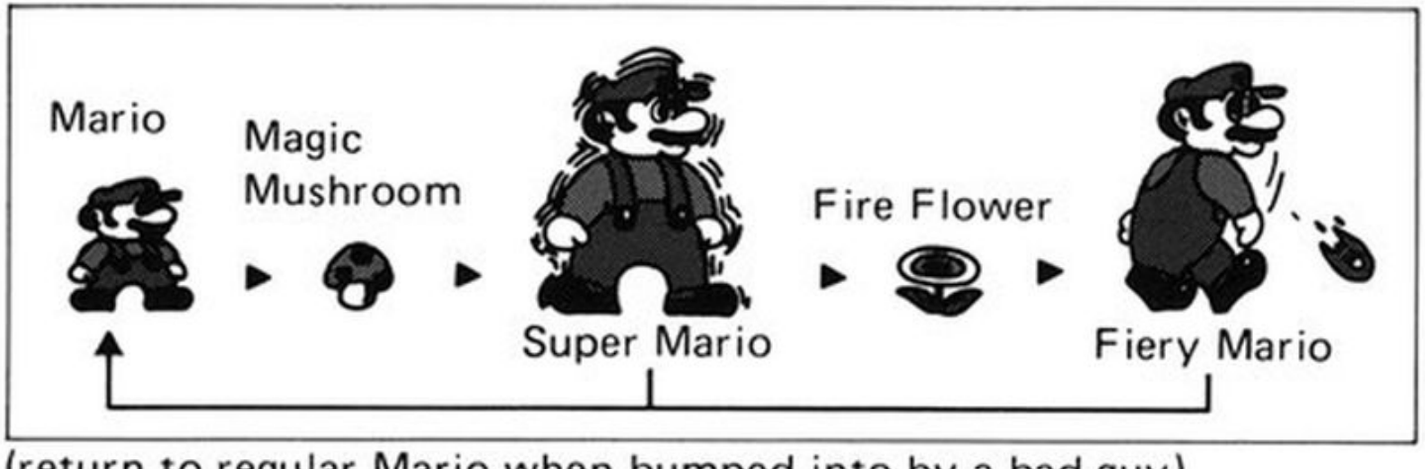
Magic Mushroom

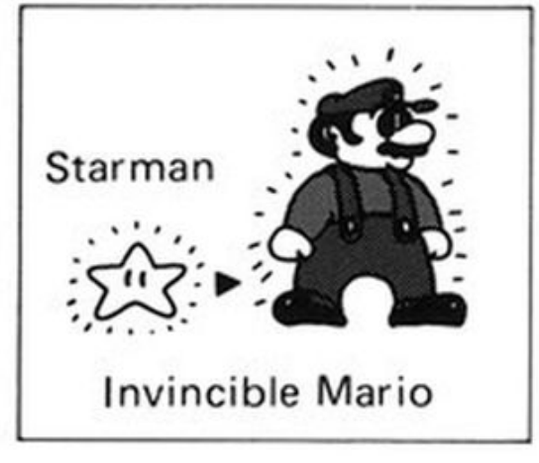


Fire Flower



Starman





(return to regular Mario when bumped into by a bad guy)

* When Super Mario or Fiery Mario are bumped into by a bad guy, they don't die but simply return to their old regular-Mario selves.
* For a short while after turning back into his regular-Mario self, Mario flickers. During this time, he can not be killed by bad guys (he's invincible).

How to topple the Turtle Tribe

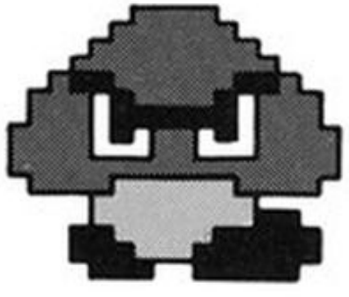
- Bad guys on top of the bricks can be taken care of by punching from below. Bad guys on the ground can be done in by jumping on top of them. If you bump into an enemy from the side or from below, you die.
  * When in the water, no matter what direction you hit the bad guys from you die.

- If you stomp on a Koopa Troopa, he becomes and stays motionless for a while. During that time, you can kick him and send him flying to knock down other enemies.
- When Mario has fireballs, use the B button to throw them and fry the enemy.
- Some bad guys can't be killed. Look out for these immortal creeps!
- The points you get depend on how you kill the enemy. Try a few different methods to see which gives you the most points.

Beware! The following are deadly:

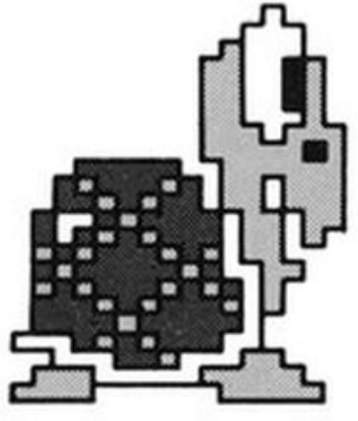
- Bumping into members of the Turtle Tribe and other baddies. Walking into flames.
- When you bump into a you had once kicked.
  * However, Super Mario turns into regular Mario and the game continues at that spot.
- When you fall into a pit or get sucked down a drain.
- Time runs out.

Little Goomba



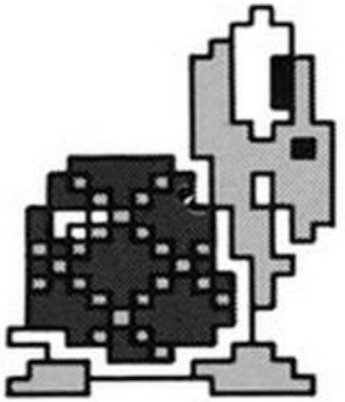
A mushroom who betrayed the Mushroom Kingdom.
One stomp and he dies . . . . . .100 PTS.

Koopa Troopa (green)



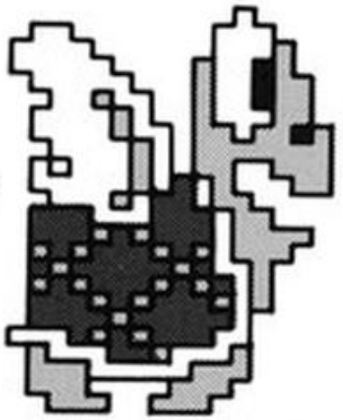
Soldier of the Turtle Empire, his orders are to find and destroy Mario. Jump on him and he stops moving for a while.
. . . . . 100 PTS.

Koopa Troopa (red)



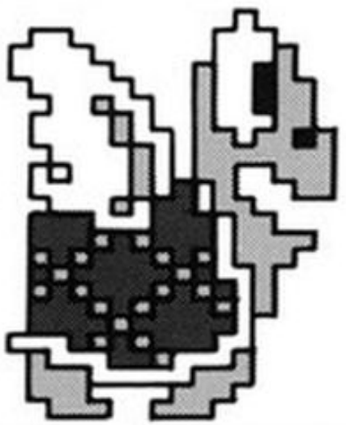
This turtle is chicken! Very timid, he gets scared easily and runs back and forth a lot. Jump on him and he stops moving for a while.. . . . . .100 PTS.

Koopa Paratroopa (green)



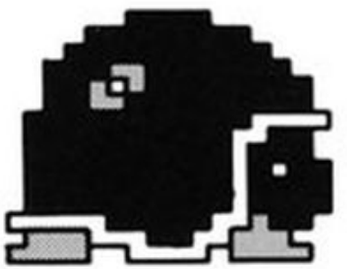
A bit out of control, he wings around aimlessly and comes at you all of a sudden. Stomp on him and he loses his wings. . . . . .400 PTS.

Koopa Paratroopa (red)



This turtle is under control, but likes to take it easy. Stomp on him and he loses his wings.. . . . . .400 PTS.

Buzzy Beetle

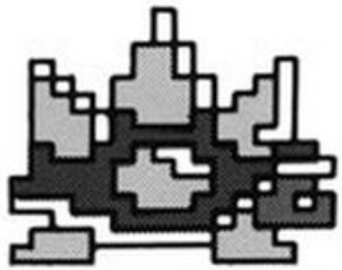


Quite the toughy, fireballs don't even faze him.. . . . . .100 PTS.

The Hammer Brothers

These wily twin-brother turtles come at you throwing hammers. . . . . 1000 PTS.

Spiny

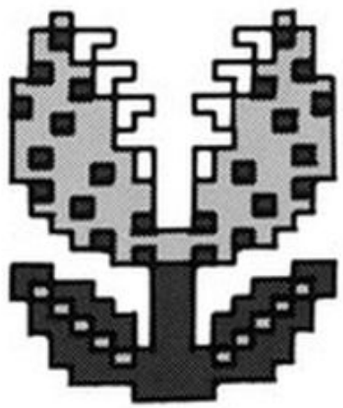


Lakitu's pet, but a wild fighter. You can't kill him by jumping on top of him . . . . . 200 PTS.

Lakitu

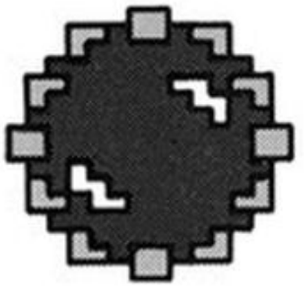
The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him. . . . .200 PTS.

Pirana plants



Man-eating plants that live in the flower-pots. They show their faces quickly and without warning, so watch out! You can't kill them by jumping on top of them . . . . . .200 PTS.

Spiny's eggs

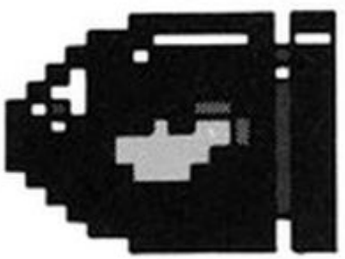


Eggs of the turtle Spiny, pet of Lakitu. You can't destroy them by jumping on them. . . . . .200 PTS.

Cheep-cheep

Usually found in the water, but also sprouts wings and flies so you have to be careful in the air too. Can't be killed from above while she's in the water. . .200 PTS.

Bullet Bill

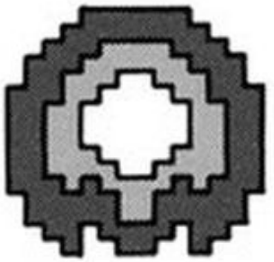


Chases after Mario slowly but steadily. You can kill him by jumping onto him from above. . . . . .200 PTS.

Bloober

Chases stubbornly after Mario; a guy to look out for. You can't kill him by jumping on top of him.. . . . . .200 PTS.

Podoboo



Protector of the great sorcerer Koopa king, he comes flying out of the lake of fire inside the Koopa king's castle.

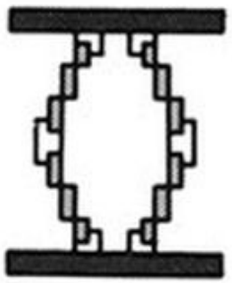
Mushroom retainers

Seven Mushrooms who originally served in the court of Princess Toadstool, but are now under the spell of the evil Koopa king.

Princess Toadstool

Princess of the Mushroom Kingdom, she is the only one who can break the spell of the evil Koopa king.

Jumping board



If Mario jumps onto it, it goes up and down. Pushing the A button when the jumping board is all the way up makes Mario jump superhigh.

Bowser, King of the Koopa

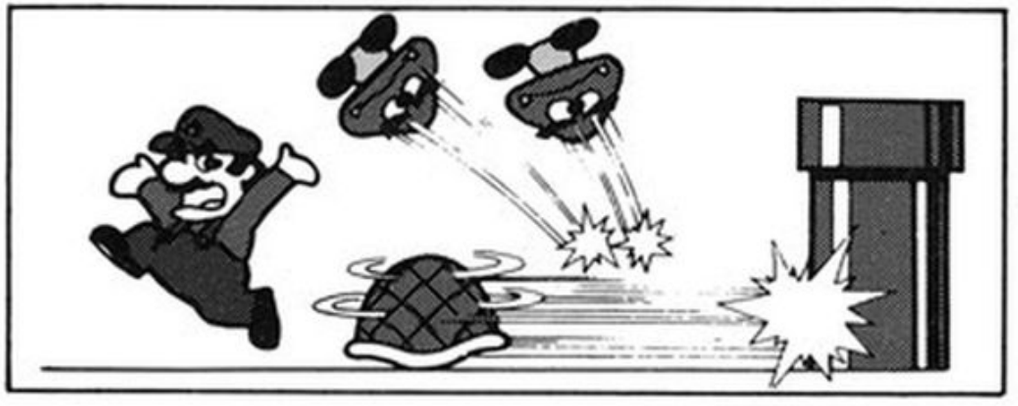
The sorcerer king holding Princess Toadstool captive in the last castle. He comes at you spitting fire. There are several ways to kill him, but you only get points if you use fireballs.

. . . . . ??? PTS.

SUPER MARIO BROS.

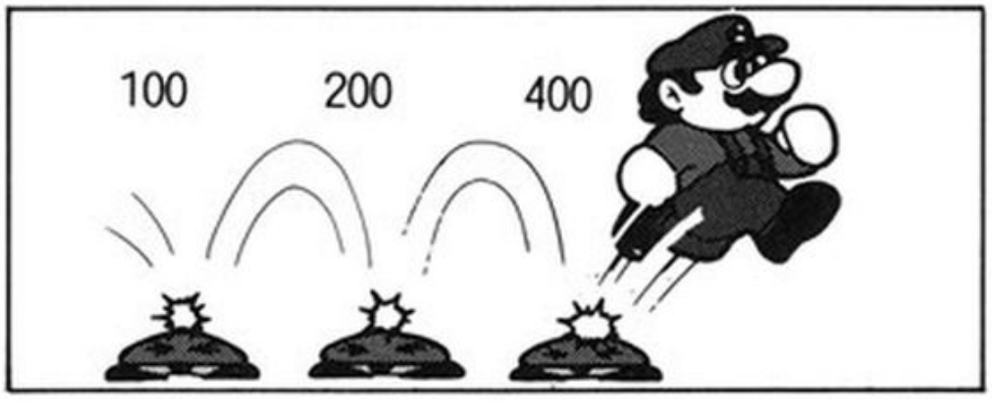
Secret Tricks

Bulldozer attack



- Kick one of the and then run right behind it (use the B button) and your path will be cleared for you as your enemies are sent flying.
  * Just look out for ricochets. If the runs into a , your attack will backfire and you'd better move fast to keep from getting swept off yourself.
- If you want to get a lot of points, be sure not to leave any enemies alive behind you, since the more enemies you kill the more new ones appear. Especially, when using the "bulldozer attack," make sure all the enemies on the screen are wiped out before continuing to the right.
- Because the screen moves from left to right, there are enemies off the edge of the screen that can't be seen. You can't kill enemies you can't see by sending a off the screen after them. Why not? Maybe they jump over the enemy when Mario isn't looking . . . !
  Strangely enough, however, if a kicked bumps into a off the screen, it comes ricocheting back at Mario. If you hear the sound of a ricochet, jump right away so you'll be ready when it comes flying back onto the screen.
- When a comes ricocheting back at you, it's possible (for a real pro, that is) to stomp on the turtle one more time and stop it.
- There are plenty of other tricks – see if you can discover them on your own.

Chain-reaction techniques



- Use the old "Domino Effect" (ask your parents) to wipe out a bunch of bad guys one after the other to get high points.
- Each coin you grab is worth 200 points. If you collect 100 coins, besides the points for the coins you also get an extra Mario. Without a doubt, a lot of coins are tucked away somewhere . . . (why do ya' suppose this is under "Chain-reaction Techniques?").

Top Secret

* You get 50 points for each brick you smash . . . try punching lots of different places.
* There are several different ways to get an extra Mario . . . try to figure them out for yourself.
* At the end of an area (after you jump onto the flagpole), fireworks may go off, and for each explosion you get 500 points. The reason the fireworks go off is a secret; see if you can figure it out.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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